



November 18, 2014

Dodgeball Enthusiasts!

Looking for something fun and active to do this winter? Ever wanted to relive your glory days of elementary school dodgeball? The Rochester Park & Recreation Department is starting a co-ed dodgeball league this winter and we want you!

Details:

- Matches will be played on Wednesday nights at the National Volleyball Center
- The league starts on January 7, 2015
- Matches consist of 7 games or 45 minutes of play
- Teams must have a minimum of 6 players on their roster (3 men and 3 women). Roster maximum is 12 players. Rosters must include each player's name, full address and signature. Roster forms are available on the Park & Recreation website.
- The season will last 8 weeks of regular season followed by a 1-week playoff for the top 4 teams in each league.
- Team rosters and an entry fee of \$180 must be submitted by December 15, 2014. Checks can be made payable to "Park & Recreation Department"
- Registration can be delivered in person to the Park & Rec office (201 – 4th Street SE) or online at <http://www.maxsolutionsonline.com/rochestermn/Customer/HomePage.aspx>.

Release Wavier – In order to participate in the league, all managers, coaches and players must sign their name on the release waiver of liability which is included on the roster, or rosters will not be accepted.

Questions? – Please call Ben at 328-2528 or email at bboldt@rochestermn.gov.

Rules can be found on the following page.

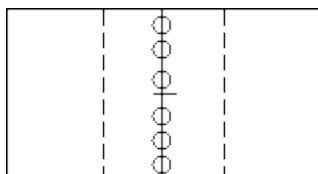
Ben Boldt
Recreation Supervisor

THE TEAM

Teams will be made up of 6-12 players. Six(6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

THE FIELD

The playing field shall be a rectangle 60 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline. (Identical to a Volleyball Court)



THE EQUIPMENT

The official ball used in league play will be an 8.25" rubber-coated foam ball.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.)

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

RULE ENFORCEMENT

During pool play or regular-season matches, rules will be enforced primarily by the "honor system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor*. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.